## **In the Claims:**

Please amend the claims as follows:
1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
7. (Canceled)
8. (Canceled)
9. (Canceled)
10. (Canceled)
11. (Currently Amended) A method for efficiently handling high contention locking in a
multiprocessor computer system, comprising:
organizing at least some of the processors into a hierarchy;
providing a lock selected from the group consisting of: an interruptible lock, and a lock
which waits using only local memory;
processing the lock responsive to the hierarchy; and

The method of claim 1, further comprising maintaining a release flag for a group of processors to prevent races between acquisition and release of the lock.

12. (Currently Amended) A method for efficiently handling high contention locking in a

multiprocessor computer system, comprising:

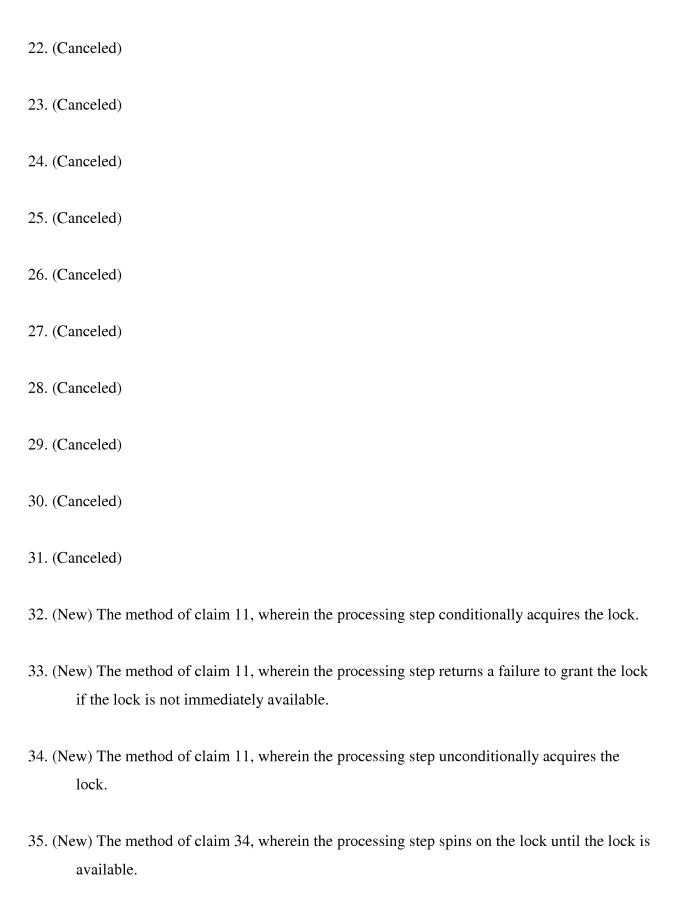
organizing at least some of the processors into a hierarchy;

providing a lock selected from the group consisting of: an interruptible lock, and a lock

which waits using only local memory;

processing the lock responsive to the hierarchy; and The method of claim 1, further comprising maintaining a handoff flag for a group of processors to grant the lock to a processor requesting an unconditional lock from a processor requesting a conditional lock.

13. (Canceled)		
14. (Canceled)		
15. (Canceled)		
16. (Canceled)		
17. (Canceled)		
18. (Canceled)		
19. (Canceled)		
20. (Canceled)		
21. (Canceled)		



- 36. (New) The method of claim 34, further comprising allowing system interrupts while spinning on the lock
- 37. (New) The method of claim 11, wherein the processing step unconditionally releases the lock.
- 38. (New) The method of claim 11, wherein the processing step the processors spin on private memory.
- 39. (New) The method of claim 11, wherein the hierarchy includes a data structure having a bit mask indicating which processors of a group are waiting for the lock.
- 40. (New) The method of claim 11, wherein the hierarchy includes a data structure having a bit mask indicating which groups of processors have processors waiting for the lock.
- 41. (New) the method of claim 11, further comprising maintaining a handoff flag for a group of processors to grant the lock to a processor requesting an unconditional lock from a processor requesting a conditional lock.
- 42. (New) The method of claim 12, wherein the processing step conditionally acquires the lock.
- 43. (New) The method of claim 12, wherein the processing step returns a failure to grant the lock if the lock is not immediately available.
- 44. (New) The method of claim 12, wherein the processing step unconditionally acquires the lock.
- 45. (New) The method of claim 44, wherein the processing step spins on the lock until the lock is available.

- 46. (New) The method of claim 44, further comprising allowing system interrupts while spinning on the lock.
- 47. (New) The method of claim 12, wherein the processing step unconditionally releases the lock.
- 48. (New) The method of claim 12, wherein the processing step the processors spin on private memory.
- 49. (New) The method of claim 12, wherein the hierarchy includes a data structure having a bit mask indicating which processors of a group are waiting for the lock.
- 50. (New) The method of claim 12, wherein the hierarchy includes a data structure having a bit mask indicating which groups of processors have processors waiting for the lock.
- 51. (New) The method of claim 12, further comprising maintaining a release flag for a group of processors to prevent races between acquisition and release of the lock.